Educational Software

TELLING TIME

Orange Cherry Software

PROGRAM GUIDE

TELLING TIME

This series consists of two parts:

A. Hours of the Day
B. Minutes in an Hour

Orange Cherry Software®

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10576

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DIRECTIONS

APPLE users: Use normal loading procedures. Insert either disk in the drive label side up, and turn on the monitor and computer. The program will boot automatically.

COMMODORE-64 users: Turn on the monitor, drive, and computer. Insert either disk in the drive label side up and type LOAD":*",8,1 to boot the program.

INTRODUCTION

TELLING TIME consists of two programs on one disk. It is written for children from preschool to third-grade level. This program is a simple, direct method of teaching young students to read hours and minutes on a clock face. Through the use of this program, mathematical ability will also increase as students count units of time.

APPROACH

This program is divided into two sections: "Hours of the Day" and "Minutes in an Hour." The "Hours" section offers two quizzes, the Hours Quiz and Half Hours Quiz. The first quiz tests students on times such as one o'clock, two o'clock, and so forth. The second quiz tests students on times that are thirty minutes after the hour such as one-thirty or two-thirty. Reviews are also offered on these two areas. Low scores on the quiz sections automatically send students to the corresponding review section. Similarly, the "Minutes" section consists of a quiz and review of how many minutes before or after the hour a clock face indicates. Also offered in this section is a final quiz comprising all the material covered in the program.

OBJECTIVES

Conceptual Objectives

Through the use of this program, children should develop a basic understanding of our conception of time. Students will begin to comprehend how time is proportionally divided and what those divisions are based upon. They should learn that while time itself is an abstract concept, we are able to use clocks, watches, and other instruments as concrete 'tools' for measuring time.

Skill Objectives

Through the use of the TELLING TIME program, students should gain the basic skills necessary for accurately interpreting timepieces. They should be able to read and recite any time that might be shown on a clock. Counting and numerical recognition skills will also be enhanced by this program. Skill in the use of the microcomputer is also advanced through the interactive nature of the program.

Affective Objectives

Students quickly learn that they have control over the direction of the program, as they must interact with the microcomputer for the program to advance. This allows students to progress at their own pace, as this process is less intimidating for young students or those having difficulty with the material presented. Correct answers receive immediate positive feedback, reinforcing feelings of self-esteem and accomplishment.

TEACHING STRATEGIES AND SUGGESTED ACTIVITIES

- To introduce TELLING TIME, the teacher may wish to discuss time and its importance in every aspect of our lives. Emphasize how time is used as a means for structuring our days and our lives. Ask children what time means to them personally.
- Bring up phrases that young students often hear: 'Time to get up', 'Time to go to school', 'Lunchtime', and 'Bedtime'. Have children talk about their daily routines and how they know when it is time to do particular things. Find out what your students' conceptions of 'soon', 'later', 'sometime', and 'never' are. Explain actual time versus relative or subjective time.
- Have students look at the clock on the screen and identify the face, hour hand, minute hand, and second hand. Explain the significance of the hands and their placement. Discuss how days are divided into hours, hours into minutes, and minutes into seconds.

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INSTRUCTIONS FOR:

- Commodore 64 and Pet Diskettes.
- Pet 2000, Pet 4000 Series tapes
- TRS-80 Model III and IV Disks and Cassettes
- TRS-80 Model I Cassettes
- Using Orange Cherry Disk Software on TRS model III Network Computers
- IBM, PC and PC Jr. Disks
- Atari Cassettes and Diskettes
- Playing Diskettes with Apple II Plus, Apple IIE & Apple IIC Computers

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INSTRUCTIONS FOR USING COMMODORE 64 AND PET DISKETTES:

A. TO DISPLAY A DIRECTORY (list of programs on disk):
   1. Turn computer ON.
   2. Turn disk drive ON.
   3. When red light goes off, insert diskette and close the drive door.
   4. Type LOAD "$", 8 and press RETURN.
   5. When screen says READY, type LIST and press RETURN.

B. TO LOAD AND RUN A PROGRAM:
   1. Display directory as explained above.
   2. Choose the program you want to use.
   3. Type LOAD "PROGRAM NAME", 8 (The "PROGRAM NAME" is the program you choose, spelled exactly as it appears in the directory.)
   4. Press RETURN and wait for drive to finish loading your program.
   5. Type RUN and press RETURN.
   6. To use another program on the same disk, display directory and load program as explained above.

C. *Alternate Instructions:* for some programs type LOAD "*", 8 and press RETURN. Then type RUN.
   Other Alternate Instructions: for some programs type LOAD "*", 8,1 and press RETURN.

INSTRUCTIONS FOR USING PET 2000 or 4000 SERIES CASSETTES ON PET OR COMMODORE-64

1. Turn computer ON.
2. When the computer displays the READY prompt, put the cassette into the tape player. (Make sure the cassette is rewound.) DON'T PRESS ANY BUTTONS YET!
3. Type LOAD and press RETURN.
4. The computer will then tell you to PRESS PLAY ON TAPE NO. 1.
5. Press PLAY button on tape player.
6. It can take up to six minutes for a program to load. The computer will tell you if it is loading.
7. When the program is loaded, the READY prompt will be displayed. Type RUN and press RETURN.
8. When the program ends, the READY prompt will appear. You can either run the program again or shut the computer off.

INSTRUCTIONS FOR USING TRS-80 MODEL III and IV CASSETTES:

1. Make sure the cassette cable is connected to the computer and the cassette recorder.
   a. The black plug connects into the EAR jack.
   b. The gray plug connects into the AUX jack.
   c. The gray mini-plug connects into the REM jack.
2. While holding down the BREAK key, turn the computer ON.
3. When CASS? appears, press L.
4. When MEMORY SIZE? appears, press ENTER.
5. Insert cassette into the cassette recorder so that the label is face up.
6. a. Make sure the cassette is completely rewound.
   b. Make sure the volume level is approximately 6.
7. Press the play button on the cassette recorder.
8. Type CLOAD and press ENTER.
9. Two asterisks (**) will appear in the upper right corner of the video display.
10. When the program is loaded, the asterisks will stop flashing and READY prompt will appear.
11. Type RUN and press ENTER.

INSTRUCTIONS FOR USING TRS-80 MODEL III and IV DISKETTES:

1. Turn computer ON and wait for disk drive light to go out.
2. Insert diskette into the bottom drive. Close the drive door.
3. Press the RESET button.
4. Program should automatically load and run.

INSTRUCTIONS FOR USING TRS-80 MODEL 1 CASSETTES:

1. Make sure the cassette cable is connected to the computer and the cassette recorder.
   a. The black plug connects into the EAR jack.
   b. The gray plug connects into the AUX jack.
   c. The gray mini-plug connects into the REM jack.
2. Turn video display and computer ON.
3. When MEM SIZE? appears, press ENTER.
4. Insert cassette into the cassette recorder so that the label is face up.
5. a. Make sure the cassette is completely rewound.
   b. Make sure the volume level is approximately 6.
6. Press the play button on the cassette recorder.
7. Type CLOAD and press ENTER.
8. Two asterisks (**) will appear in the upper right corner of the video display.
9. When the program is loaded, the asterisks will stop flashing and the READY prompt will appear.
10. Type RUN and press ENTER.

INSTRUCTIONS FOR USING TRS-80 MODEL III/IV NETWORK 1/NETWORK 3 DISKETTES:

* DOS Disk & Program must remain in host
* Some programs will not run if host or peripherals have only 16K memory

Model II — Network System

On host computer	— boot up machine with 1.3 Dos
Type LOAD "filename"	— filename is the catalog number
Type CSAVE "A"	— use A or some letter of your choice
On students computer	
Type CLOAD	— two cursors will flash in the upper right hand corner. When they stop—type RUN.

Model III — Network System

Boot up host machine with 1.3 Dos
Type in HOST
Keep Dos disk in drive 0 and place program disk in drive 1

On students computer	— boot up with 1.3 Dos
Type DSTUDENT	
Type NBASIC	— filename is catalog #
Type RUN "filename"	

INSTRUCTIONS FOR USING IBM PC AND PC JR. DISKETTES:

1. Insert your Dos Disk.
2. Turn computer & monitor on.
3. Press Return key twice (for date and time questions).
4. At prompt, type BASICA, press return key.
5. Remove Dos Disk.
6. Replace with OCM disk.
7. Type RUN "MENU", press return key (unless otherwise stated).
8. OCM Disk should load and begin to run at this point.

*These are not "automatic load" disks because IBM will not allow us to place their DOS on a disk for sale. However, you are allowed to use the DOS disk which came with your machine to load our software.

INSTRUCTIONS FOR USING ATARI CASSETTES AND DISKETTES:

A. LOADING ATARI CASSETTE:
   1. Insert BASIC cartridge (if you need it) into the computer.
   2. Turn computer ON.
   3. Insert the cassette into the program recorder. Rewind the cassette if necessary. Remove the cassette and carefully advance the tape using a pencil in a counter-clockwise motion in the right-hand spool slot until the leader has passed the bottom opening. Replace the cassette into the recorder.
   4. Press PLAY on the recorder. The computer should be displaying the READY prompt. Type CLOAD and press RETURN twice. When the program is loaded, READY will appear once again.
   5. Type RUN and press RETURN.

B. LOADING ATARI DISKETTE:
   1. Be sure the computer is turned OFF.
   2. Insert the BASIC cartridge (if you need it) into the computer.
   3. Turn the disk drive ON. When the BUSY light goes out, open the drive door and insert the program diskette. Close the drive door.
   4. Turn the computer ON.
   5. Program should automatically load and run.

INSTRUCTIONS FOR USING APPLE II$^+$, IIe, and IIc DISKETTES:

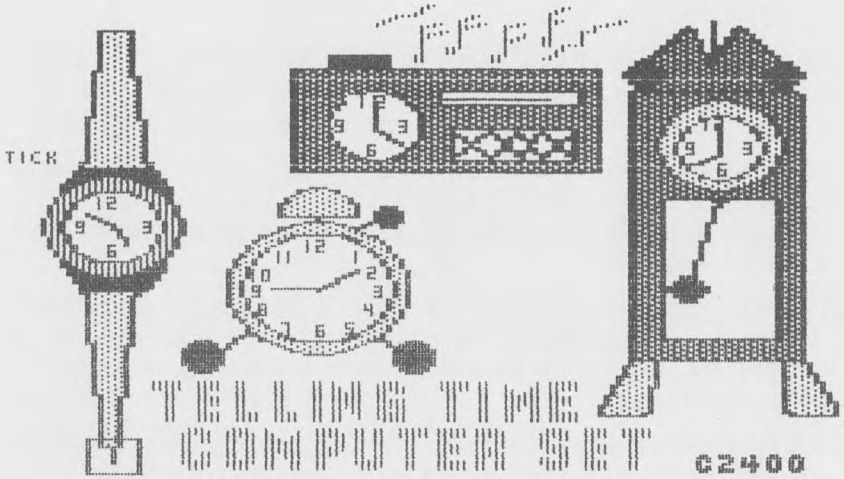
1. Insert the diskette into drive #1. Close the drive door.
2. Turn computer ON.
3. You will see the diskette drive light come on while DOS is being read, (you may hear some clicks and whirs).
4. Program should automatically load and run.

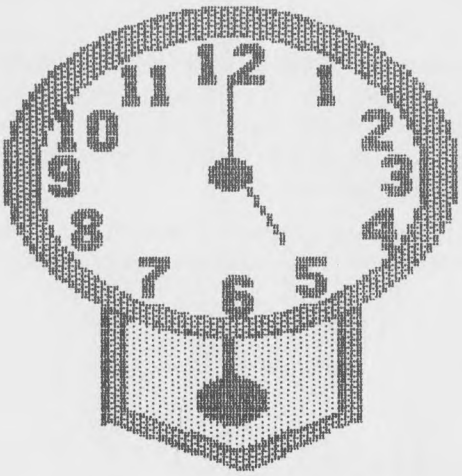
- Explain the concept of A.M. and P.M. to the children. Ask them which is daytime, which is nighttime. Discuss 'noon' and 'midnight'. Ask students which activities they perform in the A.M., which in the P.M.
- Give students an assignment to keep track of the times they get up, go to school, eat meals, play outside, go to bed, etc. Ask them to draw up schedules of their daily activities. Which things are the same every day, and which things vary?
- Introduce students to other types of clocks: digital displays, grandfather clocks with Roman numerals, stopwatches, sundials, hourglasses, and alarm clocks. Explain how each clock works, and tell how each clock is powered and read.
- Ask students how they would be able to tell what time it was if they were stranded in the wilderness without a watch. Explain how you can approximate the time of day by the position of the sun in the sky.
- With more advanced students, discuss the relationship between our perceptions of time and space. Begin at a very concrete level, asking why it takes more time to go farther away, etc.
- Have students try to imagine what the world would be like without being able to measure time. What would it be like if time stopped? Discuss the concepts of past, present, and future times. Talk about time in terms of age. Have advanced students attempt to figure out what their ages would be in days, hours, or even minutes.
- Explain to students the different time zones used around the world. Try to help students to understand how it can be hours earlier or later in other countries.

SAMPLE PRESENTATION

The following pictures are taken from the TELLING TIME program. Illustrations are taken from the Apple version of the program and will differ for other computers.

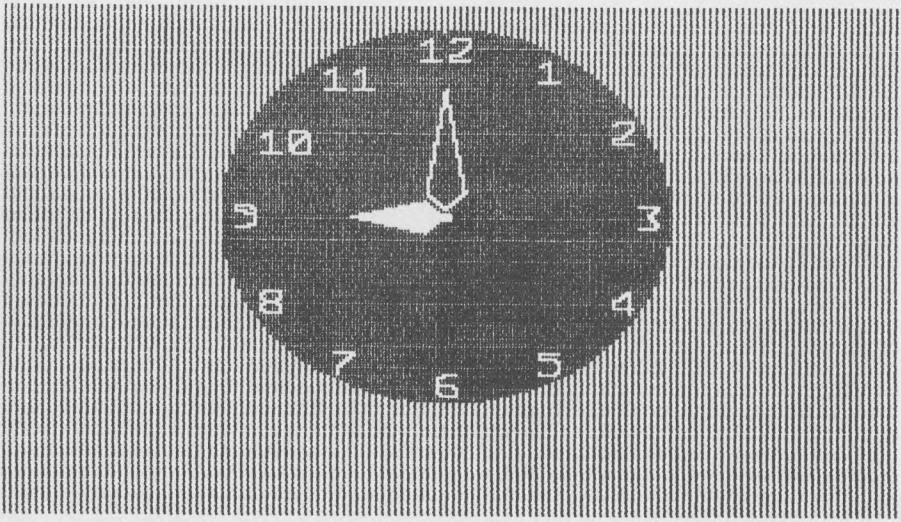
(Pictures follow)

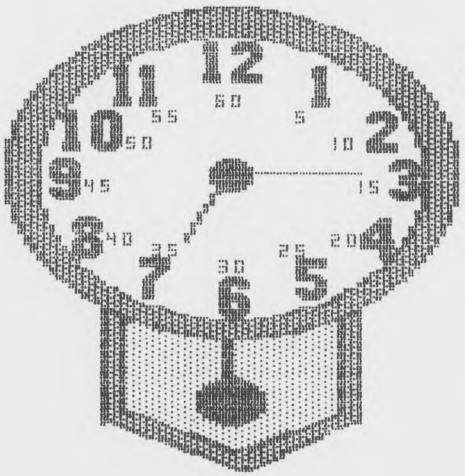




TELMAC TIME COMPUTER SET

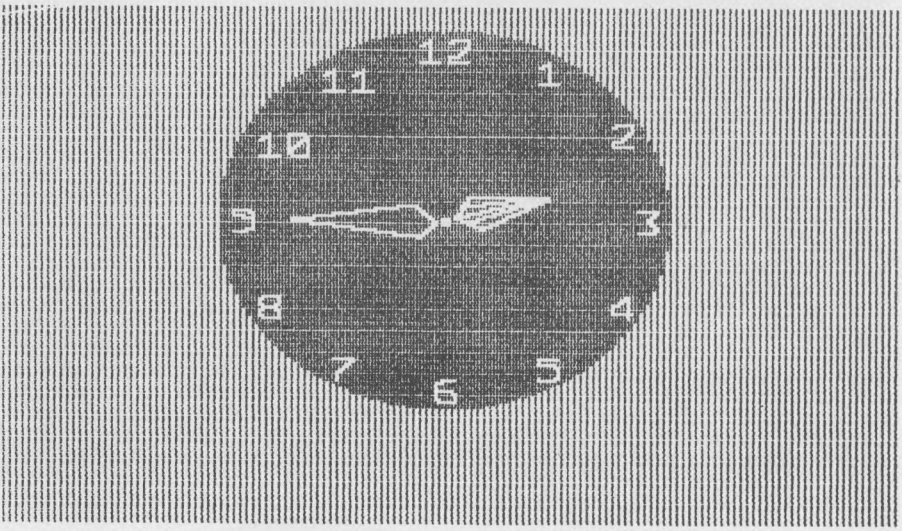
C2400





MINUTES
IN
TIME
SPACE

C24008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Made in U.S.A. Printed in U.S.A. PG-Y1